MINDSCAPE
A SOFTWARE TOOLWORKS COMPANY

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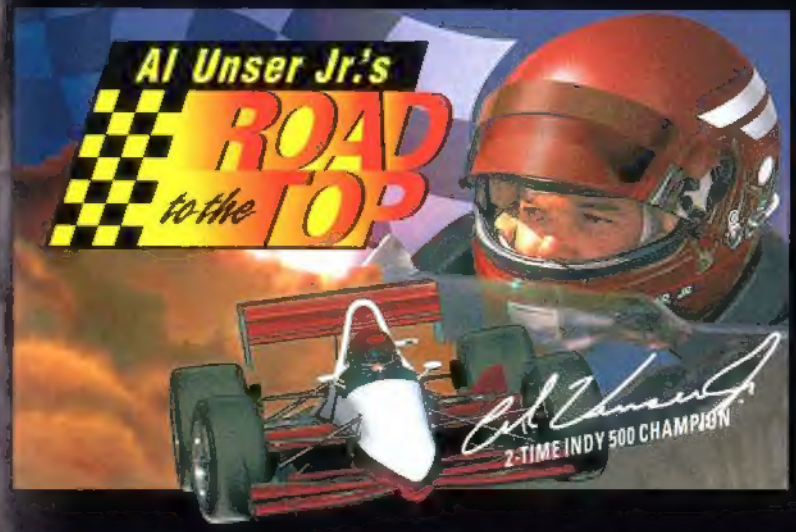

INSTRUCTION MANUAL

MINDSCAPE
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SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR SUPER NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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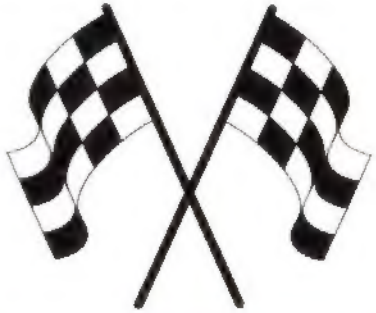


FOLLOW AL TO THE TOP

To get to the top of the racing world, you have to learn racing inside and out—just the way Indy 500 Champion Al Unser Jr. did it. . . . And that's what makes it so much fun!

In Al Unser Jr.'s Road to the Top, you can follow in Al Jr.'s tracks all the way to the top. Start by racing go-karts on some way cool tracks, where you can learn basic racing tactics. Then move on to competition snowmobiling! It's hot racing competition, despite the snow and ice—there's always more to learn about driving, especially when the ice can send you spinning out! Next, get a taste of tight IROC sprint racing. And when you're ready, put your driving skills to the ultimate test at "The Top" of the racing world: Indy-style high-G road competition.

At every stage in The Road to the Top , you have to win, place, or show in three races in a row. Do that, and you'll get to take part in a very special Unser family road rally tradition—before moving on to the next level of competition.

In every type of racing you'll have three vehicles to choose from, and you'll face a field of opponents with distinctive personalities and driving styles—just like in the real racing world.

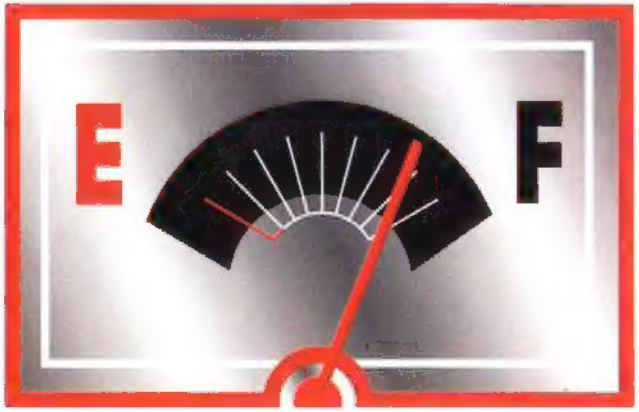
So start your engine and nuzzle your bumper up to the starting line!

STARTING THE GAME

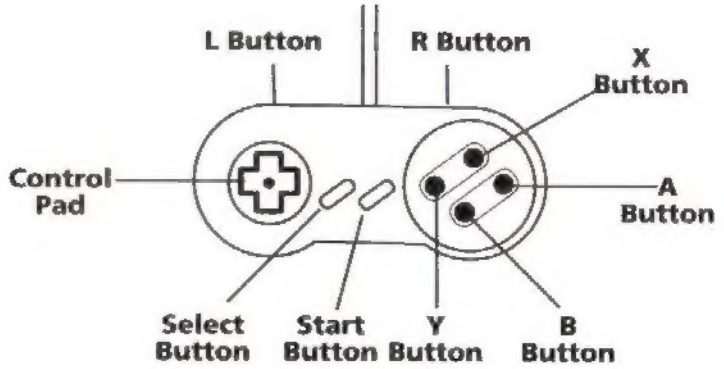
1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system. For 2-player action, plug in a second controller.

2. Insert the Al Unser Jr.'s Road to the Top Game Pak, label facing front, in the Game Pak slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot.



THE CONTROLLER & HOW TO USE IT



In Al Unser Jr.'s Road to the Top, you use the controls as follows:

CONTROL PAD LEFT/RIGHT

When racing, press the Control Pad left and right to steer. When selecting a play option or a track, or setting up your racing vehicle, use these buttons to cycle through your choices. When entering a password, use Left/Right to cycle through password letter spaces.

CONTROL PAD UP/DOWN

Press the Control Pad up or down to switch from character to character, or to enter a password. See page 9 for more information on passwords.

A BUTTON and B BUTTON

Brake.

X BUTTON and Y BUTTON

Give it the gas; accelerate.

START BUTTON

Press this to confirm your place and set-up selections and to go from one screen to another, to confirm a password after entering it, and to start play.

Press the START button to pause the game. When the game is paused, the options RACE and QUIT appear on the screen. Use the left/right on the Control Pad to select your option. Choosing RACE will resume the game, and selecting QUIT will end the race and present you with the RACE RESULT screen.

L BUTTON and R BUTTON

When you select HARD mode, the cars that have gears (IROC/Indy/Pike's Peak) will be manually shifted. Press the L Button to downshift and the R Button to upshift.

SELECT BUTTON

When "Setting Up Your Play Options", the SELECT button may be used as a secondary or substitute button. See page 8 for these circumstances.

SETTING UP YOUR PLAY OPTIONS

Press the START Button (or SELECT) while the title and credit screens are cycling to bring up the menu of play selections. Press the Control Pad Up and Down to move up and down through the selections.

1 OR 2 PLAYERS

Press the Control Pad Left and Right (or press the SELECT button) to select 1 or 2 PLAYER racing.

When you choose 2 PLAYER competition, Player 1 controls the remaining set-up choices except for Player 2's racing vehicle. During each race, split-screen graphics will show each player the view from just behind his own vehicle—player 1 in the top half of the screen, player two in the bottom half.

PRACTICE, ROAD TO THE TOP, and PASSWORD

Press the Control Pad Left and Right (or press the SELECT button) to select the one you want.

When you choose PRACTICE, you'll go to the options selection screen, where you can pick the type of competition, then set up your vehicle, pick a track, and race on it.

At the end of each PRACTICE race, you'll see the race results screen (see the next section, "THE ROAD TO THE TOP"). After checking out the race results, press START to return to the menu of play selections.

Choose ROAD TO THE TOP to follow Al Unser, Jr. from beginner to Indy champion. In ROAD TO THE TOP competition, you'll start with GO-KART racing, move on to SNOWMOBILES, then to IROC'S, and finally to INDY CAR racing. At each level, you must win, place, or show (take 1st, 2nd, or 3rd place) in three races to qualify for the next level of competition. Between levels, you'll get to take part in a special Unser family tradition—check it out, and good luck!

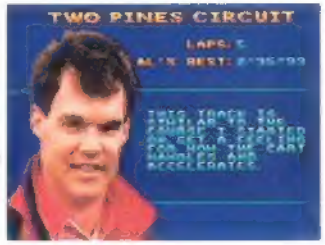
And by the way—it's only in ROAD TO THE TOP competition that you have to succeed at each level to go on to the next; but it's also only in this competition that you can be "one of the family" with the racing Unsers!

PASSWORD lets you record your progress in ROAD TO THE TOP competition and then pick up where you left off. You will receive a password after successfully completing a section of racing. The next time you play, you can enter the password to begin racing at the next level. When entering a password, use Left/Right to cycle through password letter spaces; use Up/Down to cycle through letters of the alphabet for each letter space in your password. Press the START button when you've entered your password.

LEVELS OF COMPETITION

As Al Unser, Jr. will be the first to tell you, every type of racing is different—especially in Al Unser, Jr.'s Road to the Top. Every kind of vehicle you drive, every track you compete on—they all challenge you in different ways, and develop the racing skills you'll need on your road to the top.

That's why, just before each race on each track, Al Unser, Jr. offers you some tips on what you're about to face—and how to win!



GO-KARTS

As he'll tell you, this is how Al Unser, Jr. learned some of the basics of racing competition. The off-road surface is fairly forgiving, as are the barriers lining each track. But you can still get turned around, so keep it on the asphalt. And learn how to pass, inside and outside—that's the kind of knowledge that will come in handy later. The tracks are the the pedal-to-the-metal-but-watch-those-hairpins TWO PINES CIRCUIT, the open but challenging SUPER KART RALLY, and the tricky KART KLASSIC.

SNOWMOBILES

Think this is a larky winter wonderland? Think again. These ski-borne racers fly at blinding speed—but the icy, tree-dotted terrain they call a track up here couldn't care less. You can spin out on this stuff, and get so turned around you might meet the rest of the field head on. And that's no fun. The tracks: KODIAK RUN, with its tidy little set of surprises; KOOTENAY LOOP, where the rolling terrain can hide a surprise or two 'till it's too late; and HUSKIES GORGE—at night (need we say more?).

IROCs

You think these are just souped-up street vehicles? You got it wrong. This is where the men step up, and the boys stay home. The EAGLE MOTORPLEX has more than enough tight curves to make up for that long straight-away. DAKOTA GP looks like a rocket, and you may be able to drive it that way—right up to the moment you miss that pointy turn and launch yourself into doom. Get to R.E. NATIONALS and air it out—it's so big and wide-open, what makes you think it might be a trap for up-and-comers like you?

INDY CARS

This is the top—and the fastest route to the bottom! DELTA SPEEDWAY—it's just another big-turn creampuff ... and that's why your fellow drivers are airing it out and eating you alive. CAGE GP 300 looks big and wide open ... so why is everyone doing 200-mph-plus and sneering at you in his rearview? And at the very top of racing's top, there's VALHALLA 150. Such long straights, so few curves—so sharp, so important, so dangerous.

BEGINNING THE RACE

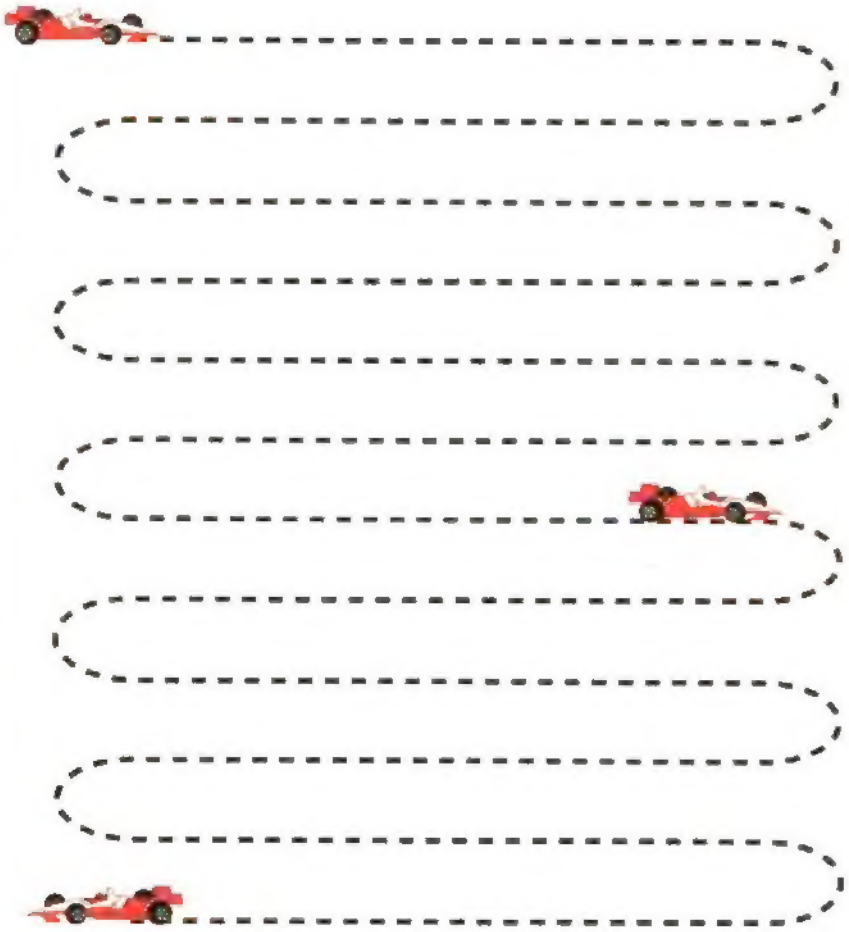
After selecting 1 or 2 Players, type of competition (Practice, Road To The Top, Password), difficulty level (Easy, Medium, Hard), and track (Go- Karts, Snowmobiles, IROCs, INDY Cars), press START. You will be presented with the options screen, where you will choose one of three vehicles. Each vehicle varies in handling, top speed, braking, and acceleration. Press the Control Pad up and down to choose your vehicle, and press START.

RACE RESULTS

At the end of each race, you will be presented with the Race Results screen. If you place 1st, 2nd, or 3rd, your time will be displayed beneath a picture of your car. If you place 4th or after, your time will be displayed on the bottom portion of the screen.

If you're brave enough to race in the Road To The Top mode, and have the skill to beat all your competitors, you'll be rewarded with the ultimate challenge—a showdown with Al Jr.!

If you place first (and only first!) in the last INDY car race of the Road To The Top mode, you'll have earned the right to face off with Al Jr. on a new track. Only the finest racers have what it takes to go one-on-one with an Indy champion!



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